

ABSTRACT OF THE DISCLOSURE

A method of eliminating stale information from a computer graphics buffer. The method facilitates switching from a fast clear mode to a non fast clear mode during the lifetime of a region of interest such as a window: A clear count value associated with a pixel is read and compared with a current clear count. If the counts are not equal, a replacement value is written into the pixel. The process may be repeated for each pixel in the region. Block transfer hardware and fast clear hardware may be used together to perform the procedure in a high-performance manner: A source region and a destination region for the block transfer operation are both set to the region of interest. As the block transfer proceeds, each pixel is written either with its own value or with a replacement value depending on whether the clear count for the pixel is current.

FOOTNOTES